

UK Patent Application (19) GB (11) 2 294 571 (13) A

(43) Date of A Publication 01.05.1998

(21) Application No 9520005.1

(22) Date of Filing 30.09.1995

(30) Priority Data

(31) 4436171

(32) 10.10.1994

(33) DE

(51) INT-CL⁶
G07F 17/34

(52) UK-CL (Edition O)
G4V VAA V118

(56) Documents Cited
GB 2274010 A EP 0086298 A2

(71) Applicant(s)

NSM Aktiengesellschaft

(Incorporated in the Federal Republic of Germany)

Saarlandstrasse 240, D-55411 Bingen,
Federal Republic of Germany

(58) Field of Search
UK-CL (Edition N) G4V VAA VBH VHH
INT-CL⁶ G07F 9/10 17/32 17/34
ONLINE:WPI

(72) Inventor(s)

Horst Niederlein

Manfred Schmücker

(74) Agent and/or Address for Service

Potts, Kerr & Co

15 Hamilton Square, BIRKENHEAD, Merseyside,
L41 6BR, United Kingdom

(54) Amusement machines

(57) In an amusement machine (2) having displays (22) for displaying the symbols (18, 20) of a symbol-type gaming device and possibly having additional displays (10, 12, 26) for displaying credit amounts, special games, numbers of wins for extra-win-type gaming devices, free games, points and the like, the various displays (22, 10, 12, 26) are covered with lenses, whereby the readability of said displays is improved. The lenses may be convex or concave, may be of plastics material, and may be coloured. They may be spaced an adjustable distance from the displays.

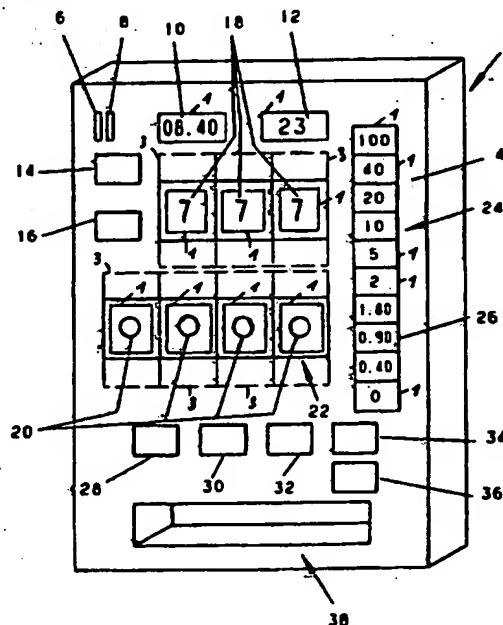


Fig.

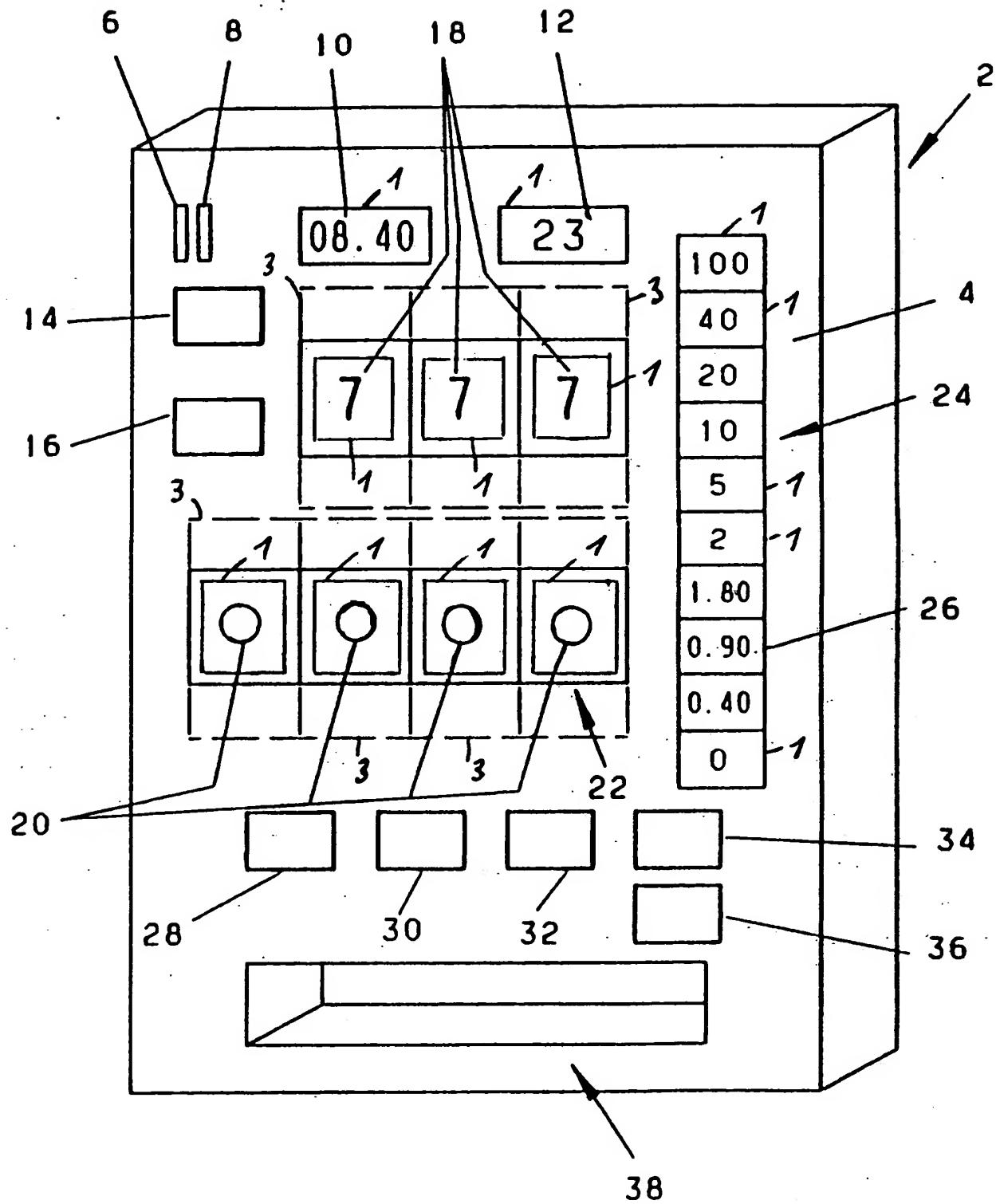


Fig.

MONEY OPERATED AMUSEMENT MACHINEDESCRIPTION

The invention relates to a money-operated amusement machine having displays for displaying the symbols of a symbol-type gaming device and possibly having additional displays for displaying credit amounts, special games, numbers of wins for extra-win-type gaming devices, free games, points and the like.

Such amusement machines are installed at locations which are accessible to a large number of people. On the one hand, several people may be watching the course of a game on a machine together; on the other hand, only a small area in front of the machine may be available for the gaming devices and observers as a result of the installation. In consequence, there is sometimes a relatively large spacing between a player or observer and the display of an amusement machine. This may result in the display only being seen with some difficulty.

At present, in order to improve the readability of the display, manufacturers have only resorted to enlarging the display elements and ultimately providing larger display panels. This either reduces the number of the individual display elements or windows or means that a greater area must be made available.

The basic object of the invention is to provide an amusement machine which permits the display to be viewed easily.

According to the present invention there is provided a money-operated or other amusement machine having displays for displaying the symbols of a symbol-type gaming device and possibly having additional displays for displaying credit amounts, special games, numbers of wins for extra-win-type gaming devices, free games, points and the like, wherein at least one display (22, 10, 12, 26) is covered by at least one convex lens (1) or concave lens. Advantageous further developments of the amusement machine according to the invention form the subject-matter of the sub-claims the subject matter of which is incorporated herein by reference.

In consequence, a money-operated amusement machine of the invention includes at least one display, which is covered by at least one convex lens or concave lens.

The provision of a convex lens causes the display to be enlarged for the observer. The provision of a concave lens causes the display to be smaller in fact for the observer, but the display is shown in a visually sharper manner and is thereby easier to read. If the display is configured as a magnifier, very small displays can still be easily read from a relatively small distance. This increases the excitement of the game, because the more easily readable display makes it easier to follow the course of the game. It is particularly advantageous to provide each of the displays of the symbol-type gaming device, which are configured as display windows, with a convex lens. Such an arrangement causes the very important display elements to be easily readable, said elements changing particularly frequently and determining the game.

Provision may also be made, according to the

invention, for the display to be partially covered by the convex lens. Only predetermined areas of the display are thereby shown in an enlarged manner.

A practical and also very interesting embodiment of the display is provided when the spacing between the convex lens and the display is adjustable. The amusement machine can thus be adapted to the particular place of installation, which possibly determines spacings between the people and the type of machine which are quite individual to the machine. The effects produced by the displays can also be varied, so that new incentives result therefrom.

In an advantageous embodiment of the convex lens, such lens is formed from plastics material. The convex lens may also be coloured. If a plurality of convex lenses are provided, the colours may be selected, for example, according to different enlargements. The convex lenses themselves may also be combined lens elements.

The invention will be described further, by way of example, with reference to the accompanying drawing which comprises a schematic view of a money-operated amusement machine.

At the upper left-hand corner of a front panel 4, the illustrated amusement machine 2 has a first slot 6 for the insertion of coins and a second slot 8 for the insertion of magnetic or chip cards, by means of which the credit amount stored in the amusement machine can be increased. A first display 10, which is provided with a convex lens 1, serves to display the credit amount.

An additional display 12, which is provided with a convex lens 1, indicates the special games. A control button 14 for selecting specific game variants and parameters is situated beneath the two slots 6 and 8, but such variants and parameters are not significantly of interest here. An additional control button 16, which is disposed therebeneath, serves to change the symbols allocated to revolving bodies, which are only indicated in the drawing by a broken line and are situated behind the front panel 4. When the machine is stationary, the symbols 18 and 20 of the revolving bodies are visible through display windows 22, a convex lens being associated with each window.

A risk ladder 24 is disposed on the right-hand side of the front panel 4, said ladder having display elements 26 which are provided with convex lenses 1 and having a risk gaming device associated therewith. A risk button 28 serves to release risk games.

A start/stop button 30 is situated adjacent the risk button 28, and the revolving bodies 18 can be stopped or even restarted by means of said button. A tariff button 32 is provided for selecting the stake for the game.

A payment button 34 permits a win payment to be obtained instead of a credit amount on a card situated in the slot 8. Furthermore, an end button 36 is illustrated, by means of which the game can be terminated and the actual credit amount can be paid-out or credited to a card.

A payout tray 38 is illustrated in the lower region of the front panel 4 of the amusement machine 2 and, in the event of a win or the termination of a game,

the credit amount can be paid-out in coins via said tray. Alternatively, the win can be stored on the card situated in the slot 8 or in a credit storage unit (not shown), and the modified credit amount is then indicated in the credit display 10.

Since the displays are provided with convex lenses 1 which have a magnifying function to facilitate reading, the displays can be viewed more easily than with a conventional, planar cover. The spacing between the lens and display may be adjustable and/or the lens may partially cover the display.

CLAIMS

1. A money-operated or other amusement machine having displays for displaying the symbols of a symbol-type gaming device and possibly having additional displays for displaying credit amounts, special games, numbers of wins for extra-win-type gaming devices, free games, points and the like, wherein at least one display (22, 10, 12, 26) is covered by at least one convex lens (1) or concave lens.
2. An amusement machine as claimed in claim 1, wherein the convex lens (1) is a magnifying lens.
3. An amusement machine as claimed in claim 1 or 2, wherein the spacing between the convex lens (1) and the display (22, 10, 12, 26) is adjustable.
4. An amusement machine as claimed in any of claims 1 to 3, wherein the convex lens (1) is formed from plastics material.
5. An amusement machine as claimed in any of claims 1 to 4, wherein the display (22, 10, 12, 26) is partially covered by the convex lens (1).
6. A machine substantially as herein described with reference to the accompanying drawing.



The
Patent
Office

7

Application No: GB 9520005.1
Claims searched: All

Examiner: Mr. G. Nicholls
Date of search: 22 November 1995

Patents Act 1977
Search Report under Section 17

Databases searched:

UK Patent Office collections, including GB, EP, WO & US patent specifications, in:

UK CI (Ed.N): G4V (VAA VBH VHH)

Int CI (Ed.6): G07F 9/10 17/32 17/34

Other: ONLINE : WPI

Documents considered to be relevant:

Category	Identity of document and relevant passage	Relevant to claims
X	GB 2274010 A (A.G.(PATENTS) LIMITED) Whole document	1, 2
X	EP 0086298 A2 (STARPOINT ELECTRICALS) Whole document	1, 2, 4

X	Document indicating lack of novelty or inventive step	A	Document indicating technological background and/or state of the art.
Y	Document indicating lack of inventive step if combined with one or more other documents of same category.	P	Document published on or after the declared priority date but before the filing date of this invention.
&	Member of the same patent family	E	Patent document published on or after, but with priority date earlier than, the filing date of this application.